

The following was adapted from a write-up by Herman Karl, facilitator of the RimSim break-out session.
8/23/01

Three people came to the RimSim break-out. The suggestions of possible changes in the game were minor. Each person stated that they enjoyed the game and found it instructive. Suggestions included to have funds available to hire a "consultant" as part of the game. Interestingly, this is a feature of other games that we have produced that we run over a several day period. Another suggestion was to introduce some kind of surprise into the game; for example, another event. Again, we had this built into an earlier version of the game, but eliminated this option as being too complex. The observation was made by one person that consensus was too easy to reach (a full analysis of the evaluation forms will be needed to confirm this view). Adding a conflict between countries might make it more difficult to reach consensus. The comment was made that it was instructive for people to play roles different from what they do in real life. A few other fine tuning comments as to additional roles, etc. were made in the breakout.

I calculated that 126 people played the game at the Summit ($7 \times 18 = 126$). 122 comment/evaluations forms were returned. A quick skim through these indicated that people overwhelmingly enjoyed playing the game and thought that it was instructive. Other breakouts suggested that we produce the game for other countries. The game was clearly viewed as a valuable exercise and a learning experience with lessons that can be carried over to real life.

We held a debriefing with a few of the RimSim facilitators last week and we will do a thorough analysis of the game over the next two months. We definitely plan to refine the game and translate it into different languages as we work with interested collaborators from various countries. We'll be working on a strategy of how to accomplish these ambitious plans.